* Online game play requires network support.

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NOKIA

PATHULY TO GLORY www.pathwaytoglory.com RedLynx www.n-gage.com Single Player Multiplayer Bluetooth* Online Option*



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Package contains one game on one game card. Made in Taiwan. The information contained in this user guide was written for Pathway to Glory™. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information

FOR YOUR SAFFTY

Read these simple quidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



PLAY SAFFLY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user quide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should he road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user quide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms,

CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- . Keep the game card and game deck dry, Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- . Do not use or store the game card and game deck in dusty, dirty areas.
- . Do not store the game card and game deck in hot areas.
- . Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- . Do not attempt to open the game card or game deck other than as instructed in the user quide.
- . Do not drop, knock, or shake the game card and game deck.
- . Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- . Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

Inserting the N-Gage™ Game Card Nokia N-Gage™ QD

Nokia N-Gage™

- 1. Make sure the N-Gage game deck is switched off. If it's on, press and hold (1) to switch off the device
- 2. With the back of the N-Gage game deck facing you, slide onen the cover (Fig. 1).
- 3. Slide finger into the finger slot, then lift and remove the hattery (Fig. 2).
- 4. Remove the existing game card or memory card (if you have one fitted)
- 5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
- 6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4)



- 1. You do not have to switch off the N-Gage OD game deck to change N-Gage game cards.
- 2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
- 3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
- 4. Once a name card is inserted, th game will start automatically.

(Please ensure the auto-start feature is enabled on your game deck)

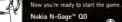




Starting a Game

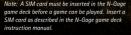
Nokia N-Gage™ Turn the power switch on

The game icon will automatically appear on the Menu screen once the game card is successfully installed. Press S., scroll to the game icon and press XX



Press and hold the power key (1) to turn the game deck on.

To start a game when a game card is inserted, press in standby mode. You can also start games by selecting Games in the menu.



Note: Do not use the USB port during gameplay.

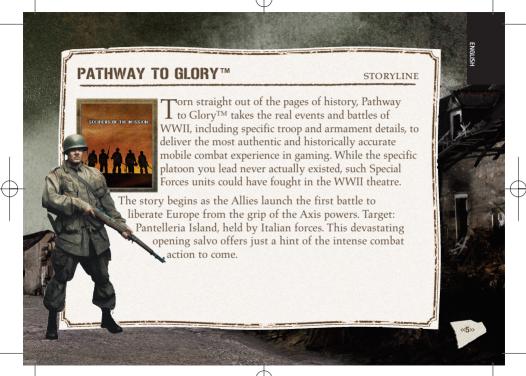
Bluetooth® Multiplayer Game Play*

* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

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Use the **Controller Key** to browse through the options. Press **Key 5** to select, press the **Controller Key Left** and **Right** to move forward or backward in the menus.

The Main Menu provides the following selections:



Start game: to proceed to game mode selections

N-Gage Arena: to connect to N-Gage™ Arena via GPRS

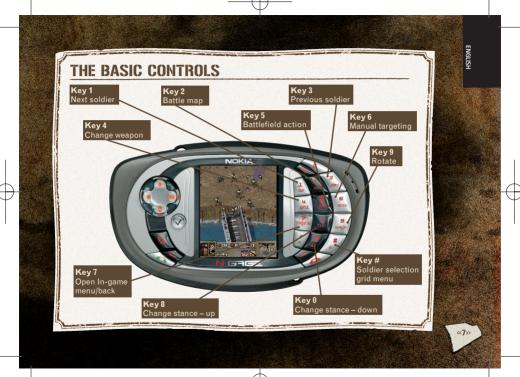
Options: to customize the game parameters

Quit: to leave the game

STARTING A SOLOPLAYER CAMPAIGN

Select the "Soloplayer" game mode in the "Start game" menu and follow the instructions. To reach the action quickly, advance through the menus by repeatedly pressing **Key 5**.





GAME RULES

STORYLINE GAME MODES



The game is turn-based, which means that you and your allies act on a different turn than the enemy forces.

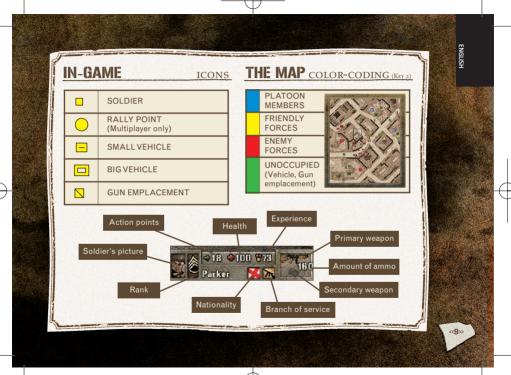
You can progress in the soloplayer and the cooperation game modes by successfully finishing the missions. You successfully finish a mission when you complete the

task presented in the mission briefing with at least one of your soldiers alive.

A mission is also completed successfully if you kill all the enemy soldiers.

The mission has failed when all of your soldiers have been killed.

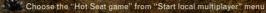




LOCAL BATTLEGROUND

CREATING A GAME

HOT-SEAT – a game which can be played by multiple players with a shared N-Gage™ game deck



Choose the Battleground, number of levels and number of soldiers

Select players, or create a new player

Choose "Start game"

 $BLUETOOTH^{\$}$ – a game played using Bluetooth $^{\$}$ wireless technology with several N-Gage $^{\texttt{N}}$ game decks

Choose "Host a game" from the "Start local multiplayer" menu

Choose the Battleground, number of levels, number of soldiers and turn time limit

Wait for the players to join the game. When players have joined the game, start the game. You can choose the players you want from the list of players. This may take a while.

In the following menu you can change the side of the players

Choose "Start game"





GLOBAL BATTLEGROUND

Global Battleground allows you to play Pathway to Glory via N-Gage™ Arena with the GPRS connection. You can gain higher rank by playing the Ranked Games or play in the Unranked Games.

UNRANKED GAMES

Unranked games can be played using the Filtered Matchmaking mode. You can either create a new game or join an ongoing battle. If you create a new game, you will be acting as a host, just like in the Local battleground game via Bluetooth® wireless technology. If you want to join an existing game, you can search for games and then join the desired game.

Unranked games do not affect your military rank or your other statistics.

RANKED GAMES

You start as a Private. After successful battles you gain more experience, and your military rank rises. Executing successful actions on the battlefield can earn you medals. All the game statistics shown in N-Gage™ Arena are collected only from the Ranked games.

In the Ranked game mode you cannot choose your opponents. You can specify your preferred game settings, but eventually you will be thrown in to any battlefield in need of reinforcements. If there are no ongoing battles, a new game will be created and will start when your opponents show up. In the Ranked games, your military rank affects the games you can join: Only players having approximately the same rank will play against you. So even if you're a beginner, don't be afraid to enter the Global Battleground!

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ENGLISH

COMMUNICATION

FIELD RADIO

You can record a short message with your phone's microphone and send it to your teammates.

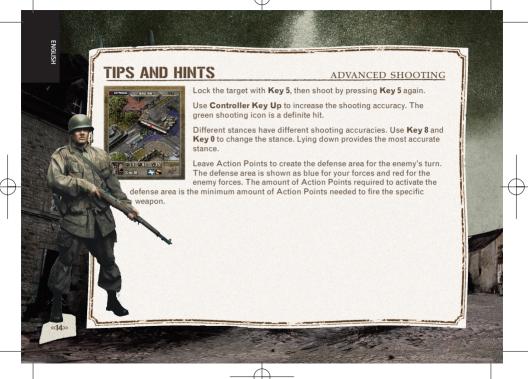
Choose "Communication" from the in-game menu (**Key 7**). Choose "Record Field-Radio message." The recording will start in 3 seconds. After the recording is finished, the message automatically transmits to your teammates.

MESSAGES

You can leave a message on the battlefield. The message will be visible to your allies.

Choose the in-game menu with **Key 7**. Choose "Communication." Choose the message and place it on the battlefield. The message will be visible for 2 turns.





GAME CREDITS

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Project Manager Esa Hotti

Original Game Concept, Lead Artist, Dame Design Antti Ilvessuo

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Soloplayer Game, Level Design

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Voice Translations Alberto Basili Helmut Diekmann Matti Mäkäräinen Otto Ruokonen Stakula



use this feature.

Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanshin for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia, If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

Limitations on Warranty

THE RENEETS CONFERRED BY THIS LIMITED WAR. RANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGIS-LATION THAT CANNOT BE EXCLUDED. OTHERWISE. TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CON-TAINED ON IT ARE PROVIDED TO YOU "AS IS." WITHOUT WARRANTY OF ANY KIND EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. FXCEPT AS EXPRESSLY SET FORTH. ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WAR-RANTIES, WHETHER ORAL OR WRITTEN. EXPRESSED OR IMPLIED, INCLUDING WAR-RANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSE-OLIENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALEUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFT-WARE CONTAINED ON IT. INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY. EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMI-TATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSE-OUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

Obtaining Warranty and Technical Support To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: www.n-gage.com

N-Gage™ Arena Instructions Your N-Gage game deck must be switched on and be online to

N-Gage Arena is an online service that allows you to unload and download game content enhancements over the air to extend game play.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at arena.n-gage.com.

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See arena.n-gage.com for more details.

N-Gage™ Arena support provided by Nokia.

Please refer to arena.n-gage.com for game play instructions.

Register Your Game Online To register, go online at: www.n-gage.com

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